

THE INFLUENCE OF THE USE OF E-LEARNING MEDIA AND STUDY ENVIRONMENT TOWARDS STUDENT CREATIVITY IN ICT SUBJECTS FOR THE 8th GRADE STUDENTS OF SMP 1 GAMPING

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ABSTRACT

This research aims to identify whether there is influence between the use of e-learning and study environment by individually or collectively through student creativity in ICT subjects at the 8th grade student of SMP 1 Gamping. The research method used is *expost facto*; the sample was 81 students of SMP 1 Gamping from the whole of 8th grade student. Data were obtained for each variable by using a questionnaire. The validity of the result derived from the expert and the analyzing of the data was calculated by the correlation of product moment for the whole variable. Instrument reliability of the use of e-learning media, study environment, and student creativity through alpha cronbach coefficient. Data analysis techniques used are descriptive statistic, correlation, and regression at significant level of 5%.

The result of the research indicates there is an influence between the use of e-learning media (X1) and student creativity has the coefficient $r_{arithmetic} = 0,373$ and $t_{arithmetic} 3,569 > t_{table} 1,664$. Due to the value of $t_{arithmetic} > t_{table}$, this shows the influence of the X1 predictor and Y criterion with effective contribution of 10.19%. The influence between study environment (X2) and student creativity has correlation coefficient $r_{arithmetic} = 0,449$ and $t_{arithmetic} 4,464 > t_{table} 1,664$. Due to the value of $t_{arithmetic} > t_{table}$, this indicates an influence between X2 predictor and Y criterion with the effective contribution of 11, 33%. Subsequently, the influence between the use of e-learning (X1) and study environment (X2) collectively with student creativity was determined by the value of $F_{arithmetic} = 13,197$ through freedom level (df) 2 at the credibility level of 5 % it obtained $f_{table} = 3,114$. Due to the value of $f_{arithmetic} > f_{table}$, this indicates positive significant influence because each X1 and X2 predictor are 0,259 and 0,416 with the effective contribution of 21, 52 %.

Keywords: the use of e-learning media, study environment, and creativity